Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Previously Presented) A virtual reality presentation method comprising:
capturing motion of a user;
capturing audio of the user;
transforming the audio of the user to a different gender;
animating a character with the motion and transformed audio in real-time; and
rendering the character animated with the captured motion of the user and talking with the transformed audio of the user on an output display device.

2. (Canceled)

3. (Original) The method of claim 1 in which capturing motion comprises:
attaching multiple motion tracking sensors to areas of the user to track the user's movements; and
transmitting signals representing the movements from the sensors to a computer system.

4. (Original) The method of claim 1 in which capturing audio comprises attaching a microphone to the user.

5. (Original) The method of claim 4 in which the microphone is a wireless microphone.

6. (Original) The method of claim 1 in which transforming the audio comprises:
altering pitch characteristics of the audio of the user.

7. (Original) The method of claim 1 in which animating comprises:

applying the motion to a three dimensional (3-D) model; and

combining the transformed audio to the 3-D model.

8. (Canceled)

9. (Previously Presented) A presentation method comprising:

generating a three-dimensional (3-D) model of a character;

capturing motion of a user in real-time;

capturing audio of the user in real-time;

modifying a gender of the audio of the user;

animating the 3-D model with the motion and modified audio of the user in real-time; and

rendering the 3-D character animated with the captured motion of the user and talking with the transformed audio of the user on an output display device.

10. (Canceled)

11. (Original) The method of claim 9 in which capturing motion comprises:

attaching multiple motion tracking sensors to areas of the user to track the user's movements; and

transmitting magnetic fields representing the movements from the sensors to a computer system.

12. (Original) The method of claim 9 in which capturing audio comprises attaching a microphone to the user.

13. (Original) The method of claim 12 in which the microphone is a wireless microphone.

14. (Original) The method of claim 9 in which modifying comprises altering pitch characteristics of the audio of the user.

15. (Original) A presentation system comprising:

a motion tracking device connected to a user;

an audio receiving device connected to the user;

an audio receiver/converter to transform the audio into audio of a different gender to that of the user; and

a system to produce an animated three-dimensional character from the motion and converted audio.

16. (Original) The system of claim 15 further comprising an output device.

17. (Original) The system of claim 15 in which the motion tracking device comprises:

a set of interconnected sensors affixed to the user; and

a transmitting device for receiving signals from the sensors and sending them to a computer system.

18. (Original) The system of claim 15 in which the audio receiving device is a microphone.

19. (Original) The system of claim 18 in which the microphone is a wireless microphone.

20. (Original) The system of claim 15 in which the audio receiver/converter comprises an audio effects digital signal processor.

21. (Previously Presented) A computer program product for producing a virtual reality presentation, the product residing on a computer readable medium having instructions stored thereon which, when executed by the processor, cause the processor to:

capture motion of a user;

capture audio of the user;

transform the audio of the user into audio of an opposite gender to that of the user;

animate a character with the motion and transformed audio in real-time to render a virtual reality presentation on an output device; and

render the character animated with the captured motion of the user and talking with the transformed audio of the user on an output display device.

22. (Previously Presented) A computer program product for producing a virtual reality presentation, the product residing on a computer readable medium having instructions stored thereon which, when executed by the processor, cause the processor to:

generate a three-dimensional (3-D) model of a character;

capture motion of a user in real-time;

capture audio of the user in real-time;

modify a gender of the audio opposite to that of the user;

animate the 3-D model with the motion and modified audio of the user in real-time to render a virtual reality presentation on; and

render the character animated with the captured motion of the user and talking with the transformed audio of the user on an output display device.

23. (Previously Presented) A presentation method comprising:

detecting motion of a user;

detecting audio of the user;

altering the audio of the user to change a gender of the audio;

synchronizing the motion of the user to an animated character;

synchronizing the altered audio of the user to the animated character; and

rendering the character animated with the synchronized motion of the user and synchronized altered audio of the user on an output display device.

24. (Original) The method of claim 23 in which detecting motion comprises:

receiving signals representing motions from sensors attached to the user; and

processing the signals in a computer system.

25. (Original) The method of claim 23 in which detecting audio comprises:

receiving audio signals from a microphone attached to the user.

26. (Original) The method of claim 23 in which altering the audio comprises:

modifying a fundamental frequency of the audio.

27. (Canceled)

28. (Previously Presented) The method of claim 23 in which the output device is a projector.

29. (Previously Presented) The method of claim 23 in which the output device is a flat panel plasma monitor.

30. (Previously Presented) The method of claim 23 in which the output device is a multi-scan presentation monitor.

31. (Previously Presented) The method of claim 23 in which the output device is an electronic white board.

32. (Previously Presented) The method of claim 23 in which the output device is a projection screen.